IBM

POPULOUS II™

COMMAND SUMMARY CARD FOR IBM® & COMPATIBLES

Getting Started

The manual included in your package was written as a guide to the Amiga version of ***Populous II***. Certain features in the IBM PC version may differ slightly from those described in the manual. Please refer to this Command Summary Card for details specific to the IBM version of ***Populous II***.

System Requirements

To play ***Populous II***, you need an IBM PC or compatible computer with a hard drive and a mouse. You must have a minimum 11 MB of free space on your hard disk, and your system must be running MSDOS 3.3 or greater. Expanded Memory (EMS) is required. The minimum amount of base memory and EMS you need depends on the kind of display you select and the sound source you have:

Lo-Res 320x200 **256 colors with:**	**Base**	**EMS**
No Sound	**485,376 bytes**	**272K**
Internal Speaker	**539,649 bytes**	**272K**
Sound Blaster	**543,744 bytes**	**272K**

Hi-Res 640x480 **16 colors with:**	**Base**	**EMS**
No Sound	**558,480 bytes**	**1040K**
Internal Speaker	**613,600 bytes**	**1040K**
Sound Blaster	**617,760 bytes**	**1040K**

Populous II requires Expanded Memory. If you do not have memory manager software on your system you will not be able to use EMS. In high resolution mode you need 1040K of EMS and in low resolution mode you need 272 K of EMS. Consult your memory manager documentation if you are not sure how much EMS you have available.

If you are using MSDOS 5.0's EMM386, you can select the number of kilobytes of EMS by typing the number at the end of the EMM386 entry in your **config.sys** file as shown here. For 1040K of EMS the line would read:

device-c:\dos\emm386.exe 1040

For 272K of EMS the line would read:

device=c:\dos\emm386.exe 272

Note: ***Populous II*** fully supports Sound Blaster sound cards. Users with Adlib or Pro Audio Spectrum cards will hear no sounds at all.

Installing Populous II On Your Hard Drive

The install program included on your game disks does three things:

- Creates a directory on your hard disk for the game.
- Copies the necessary game files into the directory.
- Creates a batch file containing the graphic and sound configuration for your computer.

To install *Populous II*:

1. Insert Disk 1 into the appropriate floppy disk drive.
2. Switch to the floppy drive you inserted the disk in. For example, if you inserted the disk in drive A, type **A:** and press **Enter**. If you inserted it in drive B, type **B:** and press **Enter**.

   Note: You *must* switch to the floppy drive before you execute the INSTALL command — you *can't* simply type A:INSTALL or B:INSTALL.
3. Type **INSTALL** and press **Enter**. The Configuration screen appears.
4. The Configuration screen options let you configure ***Populous II*** to your computer. To edit a setting, use the **up** and **down cursor keys** to highlight an option, and then press **Enter**. The various settings for the option appear.

Highlight the new setting and press **Enter** again. If you have a mouse you can select options by simply pointing to an option or setting and clicking the left mouse button.

Option	Settings
Graphics	Choose **Hi Res 16 Colours** or **Lo Res 256 Colours**.**Sound FX** Choose **Sound Blaster**, **PC Speaker** or **No sound**.
Drive	Choose the drive you want the game to be located on: **C:**, **D:**, **E:**, **F:**, or **G:**.
Directory	The install program automatically creates a directory and places the game in it. The default *name* for this directory is POP2 — its default *location* is at the root level of your hard drive. If you like, you can change the name and/or location of the directory. Select **Directory**, type a new name and path for the game, and then press **Enter**.

5. Once you've selected the configuration options you want, highlight **Continue** and press the **spacebar**. You'll have to swap disks from time to time. If for some reason you don't want to install the game at this time, highlight **Exit** and press the **spacebar** to return to DOS.

   Note: You must load EMS to run ***Populous II***. If you are not familiar with EMS, please see **System Requirements** on this Command Summar Card for more details.

Loading Populous II

To load *Populous II*:

1. Boot your computer as you normally would.
2. Make sure that your mouse driver is loaded.
3. Switch to the drive you installed the game on. For example, if you installed the game on the C drive, type **C:** and press **Enter**.
4. Type **CD** and the path to the game. For example, if the game's in POP2 (the default name of the directory), you'd type **CD\POP2**. Press **Enter**.

5. Type **GO** and press **Enter**. An animated intro plays. Watch the intro, or press any key to go to the Game Menu.

Special Parameters

When you start ***Populous II***, the program automatically uses the configuration you specified when you *installed* the game. However, you can start the game in high resolution graphics or with a different sound mode by adding a few extra characters (called *arguments*) to the **GO** start command.

Example: Let's say you wanted to start the game in high resolution graphics mode. You'd type **GO /H** as your start command.

The order of the extra arguments doesn't matter as long as there's a space between each argument. Here are the arguments you can use:

/H	High resolution graphics mode. You must have a VGA graphics card to run the game in high resolution graphics mode.
/SI	Internal speaker sound effects.
/SS	Sound Blaster sound effects. You must have a Sound Blaster sound card.
/SN	No sound effects.
/L	MCGA graphics mode.

Not Enough Disk Space?

After you've installed the game, you may find that you need space on your hard drive for other things. You can free up almost 5 MB by deleting the animated intro to the game — this has no effect on gameplay, though you'll no longer be able to watch the animated intro.

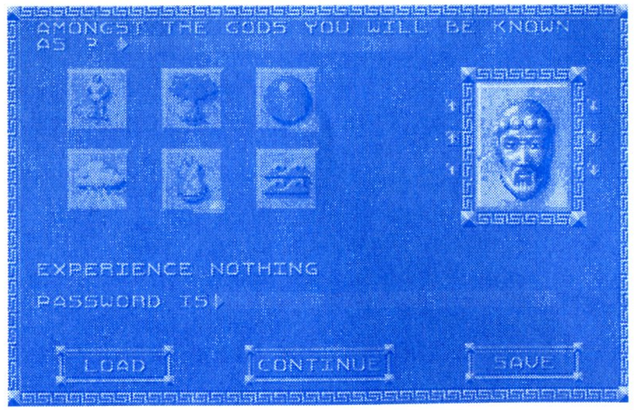
Assuming for a moment that the game is located on the C drive, the two files you must delete are:

C:\POP2\INTRO.EXE
C:\POP2\DATA\INTRO.DAT

Once you've deleted the files, you can start the game as usual with the **GO** start command. You'll notice a "Bad Command" error message when you enter the command — pay no attention to it, the game will load and the Game Menu will appear shortly.

Create Deity Screen

In the IBM version of ***Populous II***, you can save the name of your deity to your hard drive. The name can be up to 14 characters long. The file that's created under your deity's name contains your progress in the Conquest series, the password for your next world, your deity's experience, and your last game speed setting.



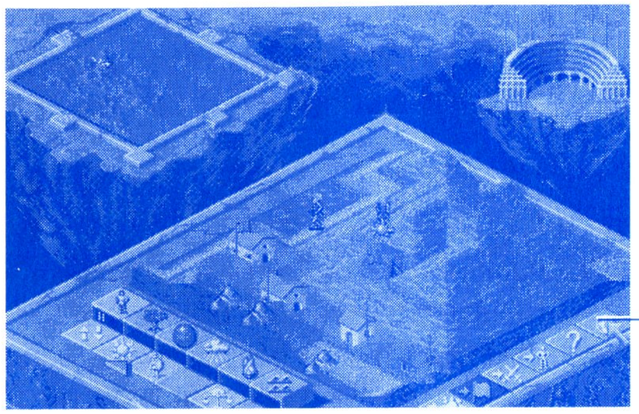
Only one deity can be saved at a time. If you select **Save**, then ***Populous II*** will write over any previously saved deity.

Saving Games

You can save any game while it's in progress.

To save a game in progress:

1. Left-click on the Game Requester icon.



Game Requester icon

2. When the Game Requester appears, left-click on the **Save Game** button. The Save Game Requester appears.
3. Left-click on the **File** bar. Type a name for your saved world, and then press **Enter**.
4. Left-click on **Save**.

Loading Saved Games

You can load a saved game from the Game Menu or from the Game Requester.

To load a saved game:

1. If you're currently in a game, left-click on the Game Requester icon. When the Game Requester appears, left-click on the **Load Game** button.

   If you're not in a game, you must find your way to the Game Menu. Once you're there, left-click on **Load Game**.

2. Left-click on the up/down arrows to scroll through the saved game files. When you see the name of the game you want to load, left-click to bring the name up in the file bar, and then left-click on **Load**. (Alternately, you can simply double-click on the file name to select it.)

Quit Key

When playing a game, you can quit by pressing **Shift-Esc**, or by selecting the **Quit Map** option from the Game Requester. When the Game Menu is showing, pressing **Shift-Esc** quits the game altogether and takes you to DOS.

Help Option

The IBM version of ***Populous II*** features a help function. If you have questions about any Effects icon, hold down the **H** key on your keyboard and left-click on the icon. A description of the icon's function appears.

"Conquest To Custom Game" Key

When playing a Conquest game, you may decide you'd rather be playing a Custom game, thereby allowing you to freely edit the screen. Press **Alt-C** to change a Conquest game to a Custom game. Once you've changed it, you can't change it back to a Conquest game. Note that your success or failure in the Custom game has no effect on your progress in the Conquest series.

For more on editing a Custom Game, see **Custom Game** under *Game Menu* in your manual.

Fire Burst — A New Divine Intervention!

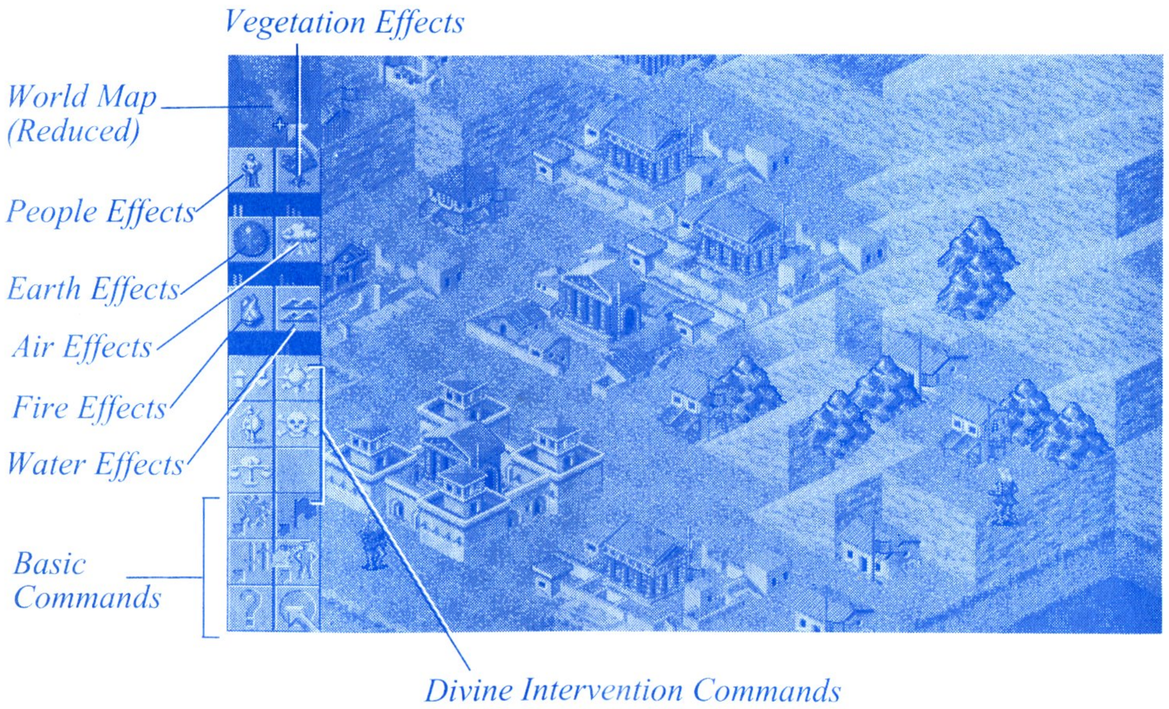
Fire Burst sends streams of divine fire out from your Leader.These streams travel in a wide radius and kill any human populations they hit, including heroes. The fire will burn both friends and foes alike, so make sure your leader is nowhere near your own people when using this command.

To use this command, you must already have made a Leader using the Go To Papal Magnet command.

Press F7 For Full Screen/Normal Screen

You can press **F7** to go to Full Screen View.

Full Screen View lets you see more of the Close-Up Map at one time. You can use the same effects and commands available to you in Normal View:



In Full Screen View, each available Divine Intervention Effect is indicated by a vertical mana line under the icon for each Effect's category. For example, under the People Effect's icon the mana line to the left indicates that you have enough mana to raise and lower land.

If you select an Effect and then spend so much mana that the Effect is no longer available, the mana line will disappear — however, the Effect indicator will still be visible on your cursor.

You don't have a Colosseum in Full Screen View, so there's no way for you to guess the population of the world or the technology level of queried walkers or settlements. You can only do this in Normal View.

To return to Normal View, press **F7** again.

Controlling Game Speed

If your computer has a fast processor, the game may seem to play too fast. You can adjust game speed to suit your hardware. Press **plus** (+) on the keyboard to increase the rate at which the computer processes the game; press **minus** (-) on the keyboard to decrease. (Alternately, you can go to the Game Options screen and left-click on the slow or fast ends of the speed meter.)

Limiting Effects In A Custom Game

In a Custom Game, you can limit which Effects you and the opposing deity are capable of. For example, say you started a Custom Game and at some point you decided that the opposing deity shouldn't have Fire Burst in his arsenal of Effects. You could "turn off" the Fire Burst effect in his arsenal.

Note: You can't turn on Effects which were not available when you first started the Custom Game.

Limiting Your Own Effects

1. Point to the Effect you want to turn off.
2. Hold down the **Tab** key and click the left mouse button. Repeat this procedure if you want to turn the effect back on.

Limiting The Opposing Deity's Effects

1. Left-click on the Game Requester icon.
2. Left-click on the button next to "I AM GOOD" so that it now read "I AM BAD". Left-click on **OK**.
3. Point to the Effect you want to turn off.
4. Hold down the **Tab** key and click the left mouse button.
5. Left-click on the Game Requester icon again and switch back to "I AM GOOD". Repeat this procedure if you want to turn the Effect back on.

Helen Of Troy

In the IBM version, Helen of Troy does not drown her captives — instead, she leads them around until they die of exposure or until you destroy them using a Divine Intervention Effect.

Keyboard Command Summary For The IBM Version

Pause	**F10**	
Quit game	**Shift-Esc**	(*when Game Menu is showing, this acts as a "Quit to DOS" command*)
Full Screen/Normal View	**F7**	
Scroll Map	**cursor up**, **down**, **left**, **right** or keypad	
People Effects	**F1**	
Vegetation Effects	**F2**	
Earth Effects	**F3**	
Air Effects	**F4**	
Fire Effects	**F5**	
Water Effects	**F6**	
Divine Intervention Commands	**1-5**	(*keyboard, not keypad*)
Effect On/Off	Hold down **Tab** and left-click on icon	
Effect Description (Help)	Hold down **H** and left-click icon	
Fight	**F**	
Go To Papal Magnet	**G**	
Gather Together (Join)	**J**	

Settle	**S**	
Query	/ or **?**	
Game Requester	**R**	
Speed up gameplay	**plus** (+)	(*keyboard, not keypad*)
Slow down gameplay	**minus** (-)	(*keyboard, not keypad*)
Change conquest game to custom game	**Alt-C**	

Two Player Games

There are two ways to connect two computers for a human vs. human game of Populous II: with a null modem cable(datalink) or via a network. To play a two player game, both players need original copies of ***Populous II***.

Note: Two player mode may not work on computers that run at different speeds. If one of the systems you are using is faster than the other, you may be able to make them run at the same speed by turning off the Turbo button on the faster system.

Connecting Serial Ports With A Null Modem Cable

In null modem games, the Game Requester icon is not an option. Attempting to select the Game Requester icon while two systems are linked via null modem cable may cause communication difficulty between the computers.

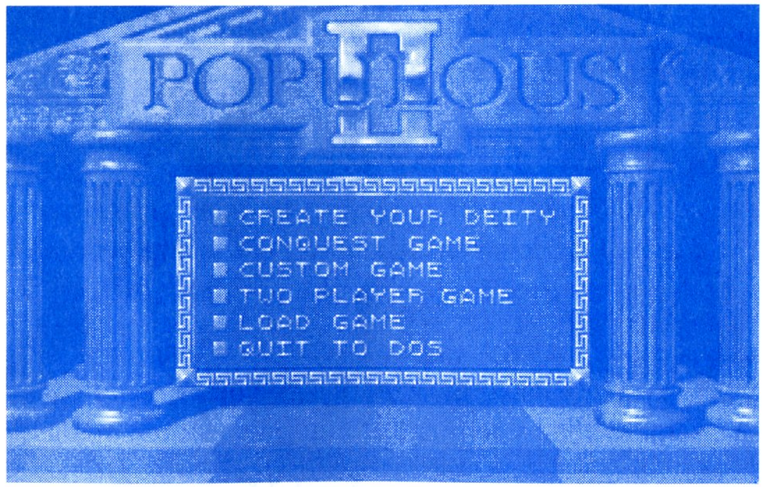
1. Talk to the other player! You must decide:
   - Who will be Good and who will be Bad.
   - Times for game pauses, if any. If either player continues playing while the game is paused, Populous II may return to single-player mode.
2. Make sure your computer is OFF.

   Connect the cable to a comm port on your computer (1 or 2), and make sure the other player has connected the other end to his computer. ***Populous II*** only supports comm ports 1 and 2 for null modem play. Note the *number* of the comm port (1 or 2) connected to the null modem cable.

Make sure your mouse is NOT installed on comm port 2 — your mouse must be installed on another comm port for modem play to work properly.

3. Turn your computer ON.

4. Load ***Populous II***. When the Game Menu appears, left-click on **Two Player Game**.



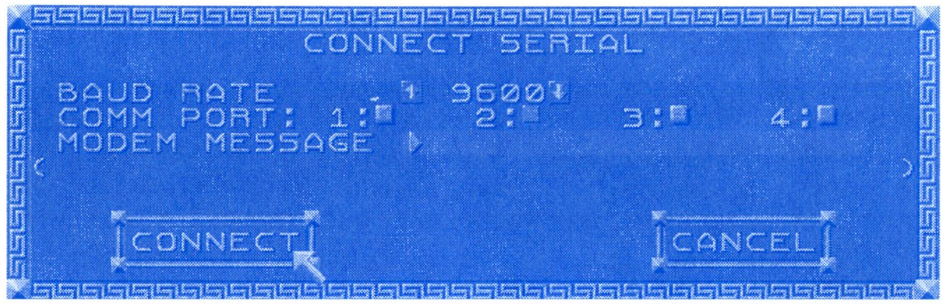
Left-click on the two player option

The Link Requester appears.

5. Left-click on the Good/Bad button to choose whether you're the good or bad deity. Remember: One computer must be set on Good and other must be set on Bad.

6. Left-click on the Link Type button until "Connect Serial" appears.

7. Left-click on **Connect**. The Serial Link Requester appears:



8. Left-click on the Set Baud Rate button to set the baud rate to its highest setting ("38400"). Both computers must be set on the same setting.

9. Left-click on the Comm Port button (1 or 2) that specifies which comm port the null modem cable is plugged into.

10. Left-click on **Connect**. A message box appears, informing you that the computers are trying to communicate.

Note: If you have a problem making your computers communicate, check to make sure that their baud rates settings are the same and that you've designated the correct comm port for each computer, and that your cable is actually a null modem cable.

Connecting Computers Using A Network

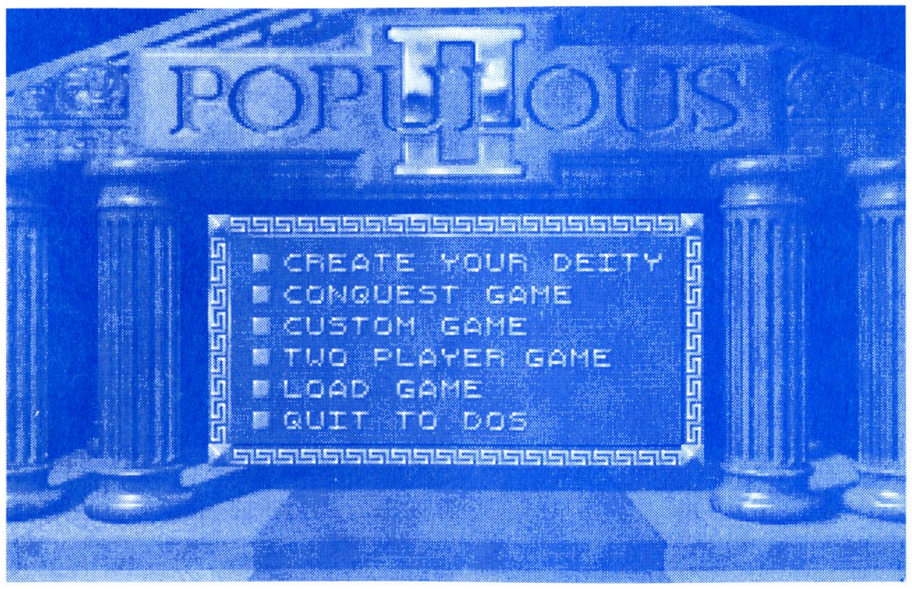
1. Talk to the other player! You must decide:

   - Who will be Good and who will be Bad.
   - Which shared directory you'll use.

   The shared directory is located on the network server. It has nothing to do with the directories in which ***Populous II*** is installed on each system. On your system, the game may be installed in any directory you wish.

- Times for game pauses, if any. If either player continues playing while the game is paused, Populous II may return to single-player mode.

2. Load ***Populous II***. When the Game Menu appears, left-click on **Two Player Game**.



Left-click on the two player option

The Link Requester appears.

Good/Bad button *Link Type button*

3. Left-click on the Good/Bad button to choose whether you're the good or bad deity. Remember: One computer must be set on Good and other must be set on Bad.

4. Left-click on the Link Type button until "Connect Network" appears.

5. Left-click on **Connect**. The Network Link Requester appears:

6. Left-click on the "Directory" line. A dot appears, indicating that you can enter the shared directory you'll be using for ***Populous II***. Type the directory path, and then press **Enter**.

7. Left-click on **Connect**. The *sender* now loads the selected world and play begins.

Note: If you have difficulty connecting over a network, check to make sure that you've both designated the correct shared directory. ***Populous II*** was successfully tested on a 3Com and a Novell net. Compatibility with all networks is not guaranteed.

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Credits

Designed by Bullfrog Productions Limited

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Graphics Gary Carr, Paul McLaughlin, Giles Cookson, Chris Hill
Sounds Dave Whittaker

Intro Music Kevin Earl

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